IN THE CLAIMS

Please cancel without prejudice claims 5, 8-9, 14, 20-21, 23, 41, 46-49, and 64-70.

Please amend claims 1-4, 6, 7, 10-13, 15-19, 22, 24-29, 31-33, 35-39, 42-45, 50, 52-56, 59, and 62-63 as indicated below.

1. (Currently Amended) A method for ~~real-time~~ real-time network communication, comprising:

forming ~~a real-time~~ real-time communications protocol ~~connection~~ connections between ~~a~~ chat ~~client~~ clients and a chat server over ~~a~~ network communications ~~connection~~connections;

one of the chat ~~client~~ clients ~~and the chat server~~ embedding a markup language instruction in a chat-session message; ~~and~~

the one ~~of the~~ chat client ~~and the chat server~~ sending the chat-session message on one of the ~~real-time~~ real-time communications protocol ~~connection~~ connections to ~~the other of the chat client and~~ the chat server;

in response to receiving the sent chat-session message, the chat server sending the chat-session message on one of the real-time communications protocol connections to another of the chat clients; and

in response to receiving the sent chat-session message, the other chat client marking up the received chat-session message according to the embedded instruction and displaying the marked-up chat-session message.

2. (Currently amended) The method of Claim 1 wherein the ~~embedding comprises embedding a~~ markup language instruction ~~in the chat session message, the markup language instruction being~~ is a hyperlink instruction.

3. (Currently amended) The method of Claim 1 wherein:

the forming comprises forming a ~~real time~~ real-time ~~continuously open~~ continuously-open bi-directional communications protocol connection between each of the chat ~~client~~ clients and the chat server~~; and~~

~~the sending comprises the one of the chat client and the chat server sending the chat session message on the real time continuously open bi directional communications protocol connection to the other of the chat client and the chat server~~.

4. (Currently amended) The method of Claim 1 wherein:

the forming comprises forming a ~~real time~~ real-time chat communications protocol connection between each of the chat ~~client~~ clients and the chat server~~; and~~

~~the sending comprises the one of the chat client and the chat server sending the message on the real time chat communications protocol connection to the other of the chat client and the chat server~~.

5. (Canceled)

6. (Currently amended) The method of Claim ~~5~~ 1 ~~and~~ further comprising:

~~one of~~ the other chat client ~~and the chat server~~ embedding a hyperlink instruction in a second chat-session message; and

~~the one of~~ the other chat client ~~and the chat server~~ sending the second chat-session message on the ~~real-time~~ real-time communications protocol ~~connection to the other of the chat client and~~ connections through the chat server to the one chat client.

7. (Currently amended) The method of Claim ~~5~~ 2 wherein ~~the receiving comprises one of the chat client and the chat server receiving the first chat-session message on the real-time communication protocol connection,~~ the hyperlink instruction ~~being~~ is associated with a document address, and ~~comprising:~~ the marking up comprises:

passing the document address to a document acquisition ~~apparatus~~ apparatus;

in response to the passing, obtaining the document from the document acquisition apparatus; and

in response to the obtaining, the one chat client displaying the obtained document along with the first chat-session message.

8. – 9. (Canceled)

10. (Currently Amended) A method for real-time network communication, wherein the network includes TCP/IP connections formed between a plurality of chat clients and a host, and respective ~~real-time~~ real-time communications protocol connections formed between ~~a~~ the chat ~~client~~ clients and a chat server over the TCP/IP connections, the method comprising:

one of ~~a~~ the chat ~~client~~ clients ~~and a chat server~~ receiving a chat-session message, originated by another of the chat clients and including a hyperlink language instruction

included therein by the other chat client, from the host through at least one of the ~~real-time~~ real-time communications protocol connections;

the receiving chat client parsing the chat-session message ~~in the client sent the message by the host~~; and

~~displaying~~ the receiving chat client marking up the chat-session message ~~in the client sent the message by the host~~ in accordance with the hyperlink language instruction included therein and displaying the marked-up chat-session message.

11. (Currently amended) The method of Claim 10 wherein ~~the receiving comprises one of the chat client and the chat server receiving the chat-session message including the hyperlink language instruction,~~ the hyperlink language instruction ~~being~~ is associated with a document address, and ~~comprising:~~ the marking up comprises:

passing the document address to a document acquisition apparatus to obtain the document; and

in response to obtaining the document, displaying the obtained document along with the chat-session message.

12. (Currently amended) The method of Claim 10 wherein the ~~real-time~~ real-time communications protocol connections between the chat ~~client~~ clients and the chat server are ~~real-time~~ real-time chat communications protocol connections~~, and wherein the receiving comprises one of the chat client and the chat server receiving the message from the host through at least one of the real-time chat communications protocol connections~~.

13. (Currently amended) The method of Claim 10 wherein the ~~real-time~~ real-time communications protocol connections between the chat ~~client~~ clients and the chat server are ~~real-time~~ real-time ~~continuously open~~ continuously-open bi-directional communications protocol connections~~, and wherein the receiving comprises one of the chat client and the chat server receiving the message from the host through at least one of the real time continuously open bi-directional communications protocol connections~~.

14. (Canceled)

15. (Currently amended) The method of Claim 1 wherein ~~the embedding comprises embedding~~ the markup language instruction~~, the markup language instruction being~~ is an html instruction.

16. (Currently amended) The method of Claim ~~15~~ 22 wherein the ~~embedding comprises embedding the html~~ markup language instruction~~, the html instruction being~~ is a hyperlink instruction.

17. (Currently amended) The method of Claim ~~16~~ 2 wherein ~~the embedding comprises embedding the hyperlink instruction,~~ the hyperlink instruction ~~being~~ is associated with a URL, and ~~comprising:~~ the marking up comprises:

passing the URL to a Web browser;

in response to the passing, obtaining a web page corresponding to the URL; and

in response to the obtaining, the web browser displaying the obtained web page.

18. (Currently amended) The method of Claim 15 wherein ~~the embedding comprises embedding the html instruction,~~ the html instruction ~~being~~ is a bold tag.

19. (Currently amended) The method of Claim 15 wherein ~~the embedding comprises embedding the html instruction,~~ the html instruction ~~being~~ is an italics tag.

20. – 21. (Canceled)

22. (Currently Amended) A method for ~~real-time~~ real-time network communication, comprising:

forming ~~a real-time~~ real-time communications protocol ~~connection~~ connections between ~~a~~ chat ~~client~~ clients and a chat server over ~~a~~ network communications ~~connection~~ connections;

one of the chat ~~client~~ clients ~~and the chat server~~ receiving from the chat server a first chat-session message on one of the ~~real-time~~ real-time communications protocol ~~connection~~connections, the first chat-session message including a markup language instruction included therein by another of the chat clients;

the one chat client parsing the first chat-session message to identify the markup language instruction included therein; and

~~displaying~~ the one chat client marking up the first chat-session message in accordance with the markup language instruction included therein and displaying the marked-up first chat-session message.

23. (Canceled)

24. (Currently amended) The method of Claim ~~23~~ 16 wherein ~~the receiving comprises one of the chat client and the chat server receiving the first chat session message,~~ the hyperlink instruction ~~being~~ is associated with a ~~URL;~~ URL, and ~~comprising:~~ the marking up comprises:

passing the URL to a Web browser;

in response to the passing, obtaining a web page corresponding to the URL; and

in response to the obtaining, the web browser displaying the obtained web page.

25. (Currently amended) The method of Claim 22 wherein ~~the receiving comprises one of the chat client and the chat server receiving the first chat session message,~~ the markup language instruction ~~being~~ is a bold tag.

26. (Currently amended) The method of Claim 22 wherein ~~the receiving comprises one of the chat client and the chat server receiving the first chat session message,~~ the markup language instruction ~~being~~ is an italics tag.

27. (Currently amended) The method of Claim 22 wherein:

the forming comprises forming a ~~real time~~ real-time chat communications protocol connection between each of the chat ~~client~~ clients and the chat server~~; and~~

~~the receiving comprises one of the chat client and the chat server receiving the first chat session message on the real time chat communications protocol connection~~.

28. (Currently amended) The method of Claim 22 wherein:

the forming comprises forming a ~~real-time~~ real-time ~~continuously open~~ continuously-open bi-directional communications protocol connection between each of the chat ~~client~~ clients and the chat server~~; and~~

~~the receiving comprises one of the chat client and the chat server receiving the first chat-session message on the real-time continuously open bi-directional communications protocol connection~~.

29. (Currently Amended) A chat communication client, comprising:

a computer for:

forming a ~~real-time~~ real-time communications protocol connection between ~~a~~ the chat client and a chat server over a network communications connection;

~~one of the chat client and the chat server~~ embedding a markup language instruction in a chat-session message; and

sending the chat-session message having the markup language instruction embedded therein on the ~~real-time~~ real-time communications protocol connection through the chat server to another chat communication client to cause the other chat client to mark up the chat-session message according to the embedded instruction and to display the marked-up chat-session message.

30. (Original) The communication client of Claim 29 wherein the markup language instruction is a hyperlink instruction.

31. (Currently amended) The communication client of Claim 29 wherein the ~~real time~~ real-time communications protocol connection is a ~~real time~~ real-time chat communications protocol connection.

32. (Currently amended) The communication client of Claim 29 wherein the ~~real time~~ real-time communications protocol connection is a ~~real time~~ real-time ~~continuously open~~ continuously-open bi-directional communications protocol connection.

33. (Currently Amended) A chat communication client, comprising:

a computer for:

forming a ~~real time~~ real-time communications protocol connection between ~~a~~ the chat client and a chat server over a communications connection;

~~one of the chat client and~~ receiving from the chat server ~~receiving~~ a chat-session message on the ~~real time~~ real-time communications protocol connection, the chat-session message including a markup language instruction included therein by another chat communication client;

parsing the chat-session message to identify ~~a~~ the markup language instruction included therein; ~~and~~

~~displaying~~ marking up the chat-session message in accordance with the markup language instruction included therein; and

displaying the marked-up chat-session message.

34. (Original) The communication client of Claim 33 wherein the markup language instruction is a hyperlink instruction.

35. (Currently amended) The communication client of Claim 33, wherein the chat-session message is a first chat-session message, wherein the markup language instruction is a first markup language instruction, and wherein the computer is further for:

embedding a second markup language instruction in a second chat-session message; and

sending ~~a~~ the second chat-session message on the ~~real-time~~ real-time communications protocol connection through the chat server to the other chat client.~~; and~~

~~embedding a second markup language instruction in the second chat-session message.~~

36. (Currently amended) The communication client of Claim 33 wherein the markup language instruction is associated with a document address, and wherein the computer is ~~for~~ further for:

passing the document address to a document acquisition apparatus;

obtaining the document from the document acquisition apparatus; and

displaying the obtained document along with the chat-session message.

37. (Currently amended) The communication client of Claim 33 wherein the ~~real time~~ real-time communications protocol connection is a ~~real-time~~ real-time chat communications protocol connection.

38. (Currently amended) The communication client of Claim 33 wherein the ~~real time~~ real-time communications protocol connection is a ~~real-time~~ real-time ~~continuously open~~ continuously-open bi-directional communications protocol connection.

39. (Currently Amended) A chat communication server, comprising:

a computer for:

forming ~~a real-time~~ real-time communications protocol ~~connection~~ connections between ~~a~~ chat ~~client~~ clients and ~~a~~ the chat server over ~~a~~ network communications ~~connection~~ connections; ~~and~~

~~one of the chat client and the chat server~~ receiving from one of the chat clients a chat-session message on one of the ~~real-time~~ real-time communications protocol ~~connection~~connections, wherein the chat-session message includes a markup language instruction included therein by the one chat client, to cause another chat client that receives the chat-session message to mark up the chat-session message according to the embedded instruction and to display the marked-up chat-session message; and

sending the received message including the markup language instruction to the other of the chat clients on another of the real-time communications protocol connections to cause the other chat client to mark up the chat-session message according to the embedded instruction and to display the marked-up chat-session message.

40. (Original) The communication server of Claim 39 wherein the markup language instruction is a hyperlink instruction.

41. (Canceled)

42. (Currently amended) The communication server of Claim 39, wherein the chat-session message is a first chat-session message, wherein the markup language instruction is a first markup language instruction, and wherein the computer is further ~~for~~ for:

receiving a second chat-session message on the other ~~real-time~~ real-time communications protocol ~~connection,~~ connection from the other chat client, wherein the second chat-session message includes a second markup language instruction included therein by the other chat client; and

sending the received second chat session message including the second markup language instruction to the one chat client on the one real-time communications protocol connection.

43. (Currently amended) The communication server of Claim 39 wherein the markup language instruction is ~~associated with a document address, and wherein the computer is for passing the document address to a document acquisition apparatus~~ a hyperlink instruction.

44. (Currently amended) The communication server of Claim 39 wherein the ~~real time~~ real-time communications protocol connection is a ~~real-time~~ real-time chat communications protocol connection.

45. (Currently amended) The communication server of Claim 39 wherein the ~~real time~~ real-time communications protocol connection is a ~~real-time~~ real-time ~~continuously open~~ continuously-open bi-directional communications protocol connection.

46. – 49. (Canceled)

50. (Currently Amended) A computer program product, comprising:

a computer application processable by a computer for causing the computer to:

form a ~~real-time~~ real-time communications protocol connection between a first chat client and a chat server over a network communications connection;

~~one of the chat client and the chat server~~ receive from the chat server a first chat-session message on the ~~real-time~~ real-time communications protocol connection, the first chat-session message including a markup language instruction included therein by another chat client;

parse the first chat-session message to identify the markup language instruction included therein; ~~and~~

~~display~~ mark up the first chat-session message in accordance with the markup language instruction included therein; and

~~apparatus from which the computer application is accessible by the computer~~ display the marked-up first chat-session message.

51. (Original) The computer program product of Claim 50 wherein the markup language instruction is a hyperlink instruction.

52. (Currently amended) The computer program product of Claim 50 wherein the computer application is processable by the computer for causing the computer to:

~~one of the chat client and the chat server~~ embed a markup language instruction in a second chat-session message; and

send the second chat-session message on the ~~real-time~~ real-time communications protocol connection to the other ~~of the~~ chat client ~~and~~ through the chat server.

53. (Currently amended) The computer program product of Claim 50 wherein the markup language instruction is associated with a document address, and wherein the computer application is processable by the computer for further causing the computer ~~to~~ to:

pass the document address to a document acquisition apparatus;

obtain the document from the document acquisition apparatus; and

display the obtained document along with the first chat-session message.

54. (Currently amended) The computer program product of Claim 50 wherein the ~~real-time~~ real-time communications protocol connection is a ~~real-time~~ real-time chat communications protocol connection.

55. (Currently amended) The computer program product of Claim 50 wherein the ~~real-time~~ real-time communications protocol connection is a ~~real-time~~ real-time ~~continuously open~~ continuously-open bi-directional communications protocol connection.

56. (Currently Amended) A computer program product, comprising:

a computer application processable by a computer for causing the computer to:

form a ~~real-time~~ real-time communications protocol connection between a first chat client and a chat server over a network communications connection;

~~one of the chat client and the chat server~~ embed a markup language instruction in a chat-session message; and

send the chat-session message including the markup language instruction on the ~~real-time~~ real-time communications protocol connection to ~~the other of the~~ another chat client ~~and~~ through the chat server to cause the other chat client to mark up the chat-session message according to the embedded instruction and to display the marked-up chat-session message.~~; and~~

~~apparatus from which the computer application is accessible by the computer.~~

57. (Original) The computer program product of Claim 56 wherein the markup language instruction is an html instruction.

58. (Original) The computer program product of Claim 57 wherein the html instruction is a hyperlink instruction.

59. (Currently amended) The computer program product of Claim 58 wherein the hyperlink instruction is associated with a URL~~, and wherein the computer application is processable by the computer for causing the computer to pass the URL to a Web browser~~ of information to be displayed by the other chat client along with the chat-session message.

60. (Original) The computer program product of Claim 57 wherein the html instruction is a bold tag.

61. (Original) The computer program product of Claim 57 wherein the html instruction is an italics tag.

62. (Currently amended) The computer program product of Claim 56 wherein the ~~real-time~~ real-time communications protocol connection is a ~~real-time~~ real-time chat communications protocol connection.

63. (Currently amended) The computer program product of Claim 56 wherein the ~~real-time~~ real-time communications protocol connection is a ~~real-time~~ real-time ~~continuously open~~ continuously-open bi-directional communications protocol connection.

64. – 70. (Canceled )